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| Name | Edit Pedigree Tree |
| ID | 101 |
| Actor(s) | Geneticist |
| Description | The actor edits an existing pedigree tree |
| Precondition | Pedigree tree needs editing |
| Trigger | Actor opens pedigree tree that needs editing |
| Main Path | 1. Actor selects object that needs editing 2. Actor changes desired traits 3. Actor returns to step 1 until satisfied with changes |
| Alternate Path | 1a. Actor adds new object  1a.1 Actor chooses type of object  1a.1a Actor chooses new entity  1a.1b Actor chooses new relationship  1a.2 Actor enters relevant information  1a.2a If Actor adds new partnership, there must be a child  1a.2b If Actor adds new twin, the matching twin must be specified  1a.3 System draws new object on pedigree tree  2a. Actor edits gender  2b. Actor edits relationships  2b.1 Actor edits partnership  2b.2 Actor edits parentage  2b.3 Actor edits parenthood  2c. Actor edits affected status  2d. Actor edits additional information  2d.1 Actor edits ID  2d.2 Actor edits phenotype  2e. Actor deletes object |
| Exceptional Path | 2f. Error in relationships  2f.1 Actor changes or adds partnership of an entity to one of same gender  2f.1 System will not make relationship change. It displays appropriate error message  2f.3 Actor returns to step 1  2g. Error with duplicate ID  2g.1 Actor changes an entity’s ID  2g.2 System detects ID already exists.  2g.3 System will not make ID change. It displays appropriate error message  2g.4 Actor returns to step 1  2h. Delete entity with children  2h.1 Actor deletes entity with children  2h.2 System will not delete entity. It displays appropriate error message  2h.3 Actor returns to step 1 |
| Postcondition | Pedigree tree has been successfully edited |